

Qt 3D Studio – Maya export tool

The Maya export tool is a Maya plugin that allows you to export complete scenes from Maya to Qt 3D Studio with a few simple steps.

Features

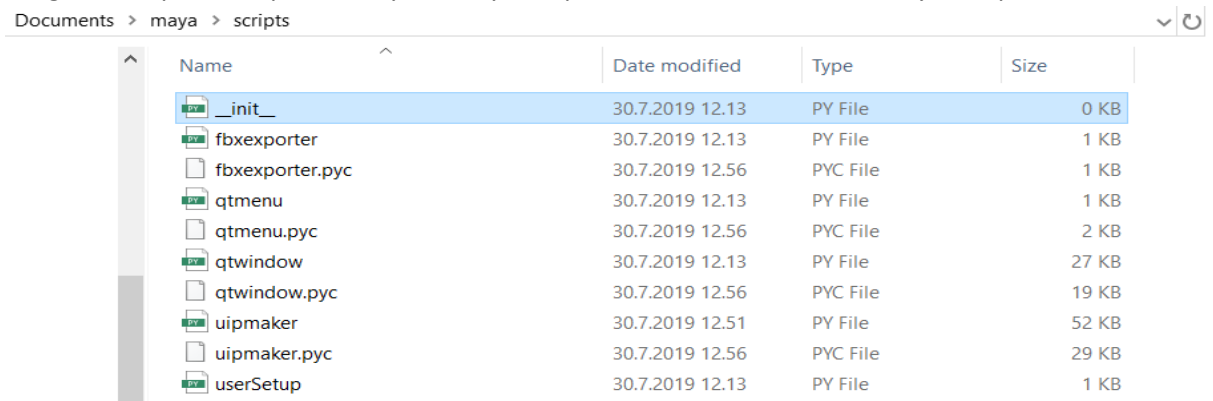
The Maya export tool supports exporting of:

- Meshes – Meshes will import with material slots.
- Lights – Directional, area, and point light types are supported. Other light types will not export. Light color and intensity properties will export.
- Cameras – For cameras, the FOV (field of view) property will export. FOV will automatically be converted from vertical to horizontal since Maya is using vertical FOV and Qt 3D Studio is using horizontal FOV.
- Locators – Locators will convert to groups in Qt 3D Studio.
- Groups.
- Object hierarchies.
- Keyframe animations to position, rotation, and scale for all above objects.
- Visibility property of all object will export, i.e., hidden objects will import as hidden.

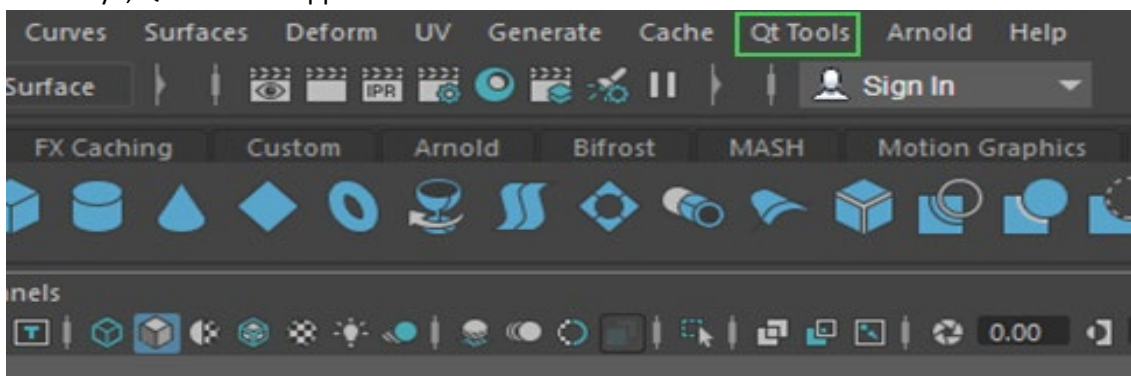
Installation

To install the Maya import plugin, follow the steps below:

1. Download the plugin installation file.
2. Drag and drop the script files to your Maya scripts folder. I.e. *Documents/maya/scripts*.



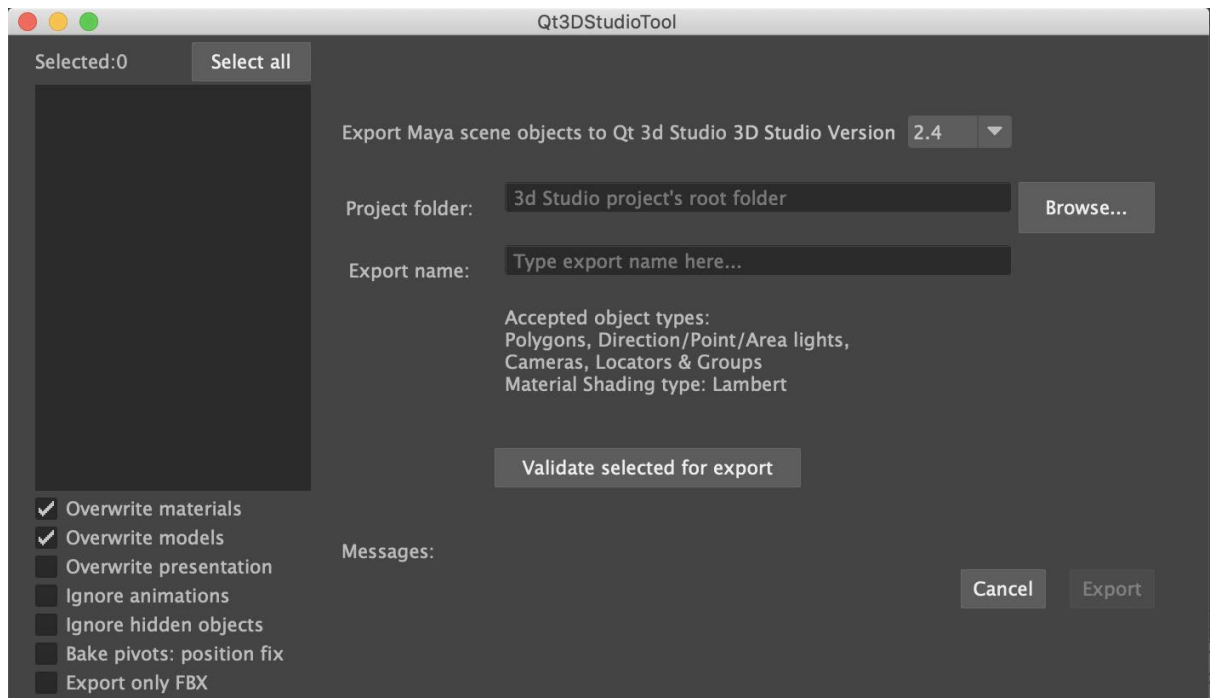
3. Run Maya, *Qt Tools* will appear in the menu bar.



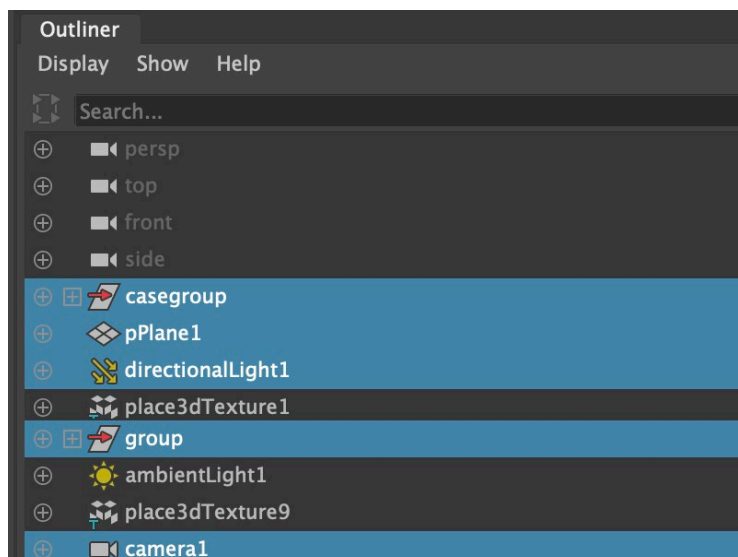
Usage

To export a scene from Maya to Qt 3D Studio, follow the steps below:

1. Open your scene in Maya.
2. Select *Qt Tools > Qt tool window* from the menu bar to open the export tool.



3. Press *Browse*, then select the root folder of your Qt 3D Studio project. It is also possible to enter a path manually, by typing or pasting. Press *Ok*.
4. Enter the desired export name in the *Export name* field. You can leave this empty, in that case, the default export name will be used.
5. In the Maya outliner or viewport, select the object you wish to include in the export. To select all objects in the scene, press *Select All* in the Maya export tool.





6. Before export, you have the following options:
 - Overwrite materials – Overwrites all materials.
 - Overwrite models – Overwrite all models.
 - Overwrite presentations – Overwrites all presentation (.uip) files.
 - Bake pivot points: position fix – If you have used freeze transformations in Maya, some objects may appear in the wrong position once imported to Qt 3D Studio. To avoid this, select this option.
 - Ignore hidden objects – Do not export hidden objects.
 - Ignore animations - Do not export any animations
 - Export only FBX – Export only the FBX (.fbx) files.
7. Press *Validate Selection*, this will loop through all selected objects to ensure that they are valid for export. All valid and ignored objects will appear in the list on the left side of the Maya export tool.

Note that during the validate process, the following happens:

 - *FBXASCII0XXXX* will be deleted from object names, shader groups, and materials.
 - Renaming of all duplicates in objects.
8. Press *Export* to export the scene.

Now, to import the scene to your Qt 3D Studio project, follow the steps below:

1. Open your Qt 3D Studio project.
2. Import the .fbx and .uip files to the project.
3. Drag and drop the .import file from the *models* folder in the project palette to the scene view.
4. Open the imported presentation (.uip) file by double-clicking it in the *presentations* folder in the project palette.